MOTOWN®

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BC Kid™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

INTRODUCTION

Welcome to the unpredictable and always comical world of Robin Harris' **Bebe's Kids**. We hope you enjoy hours of entertainment in this challenging adventure game. We are grateful that you have added this title to your Super NES collection.

Please be sure to read through this manual before playing the game. This will ensure your complete enjoyment of **Bebe's Kids**.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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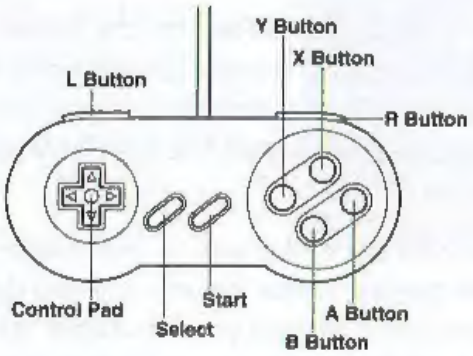
STORYTIME...

Fun World isn't the same . . . An evil force has taken over the amusement park and only Kahlil and LaShawn—**Bebe's Kids** can make things right! It's up to them to make their way down to the core of the corrupted theme park and find out what's goin' on.

Luckily, they're not ordinary kids. Equipped with Special Super Moves, Kahlil and LaShawn are capable of takin' care of business! Choose either of these tough street-smart kids to make your way past security guards, robots and dozens of animated enemies on your path to set things right!

CONTROLLER FUNCTIONS

Practice the moves in the early levels to gain mastery of the game. The more comfortable you are with the advanced moves early in the game, the greater your chances are in completing the adventure. The following features are activated by using one or more of the following buttons:



Start Button:	Pauses the game.
Control Pad:	Moves character Up/Down/Left/Right.
Y Button:	Soft punch.
X Button:	Standard Kick.
B Button:	Jump. Note: When in midair, press **L** or **R** Button + **X** Button to make a spin kick.
A Button:	Crouch.
L or **R** Button + **Y** Button:	Super Punch.
L or **R** Button + **A** Button:	Super Move. (Cartwheels for LaShawn, Spin tuck for Kahlil.)
L or **R** Button + **B** Button:	Throws item (if player has picked up something.)

NOTES: Player must be at full strength to perform a Super Move. When player is being held by a guard, rapidly press Left and Right on the Control Pad to wriggle free.

PLAYING THE GAME

The object of **Bebe's Kids** is to maneuver Kahlil and/or LaShawn from the entrance of Fun World to the forbidding depths of the underground caverns beneath the park. Once there, they must defeat the animatronic horror that has taken control of Fun World.

Place the Bebe's Kids Game Pak into the Super NES and turn the power on. You get to choose to play either Kahlil or LaShawn for your adventure. To successfully navigate all the levels of this game, it is important to master the Special Moves for your chosen character.

Pick up Power-ups along the way to increase or replenish your character's life points. These include: hamburgers, ice cream, soda, fries, and more. Should your character run out of life points (reach zero), it will flash, then move back to a previous level.

You can also pick up objects along the way. Throw these items at enemy characters as a long range attack. These missiles include baseballs, basketballs, bones and many more. This is a good way to keep out of reach from the enemy. Each item has a different amount that you can throw. After you reach zero, you will have to find more items to throw.

STAGES OF PLAY

Listed below are some of the stages to Bebe's Kids. between all the major stages, you will return to the midway of Fun World. Each return brings new enemies and challenges. Enjoy the ride!

Start out on the **Midway** of Fun World. You'll have to dodge and defeat security guards, park mascots and vendors. Avoid the grasp of the guards as you dash to the exit.

The **House of Glass** features Robin Harris and Pee Wee. Your mission is to break 15 glass objects that Pee Wee throws from the shelves before they break on the ground or are caught by Robin. If Robin catches one, he'll put it back on the shelf and this will add to your total. If the falling glass hits you, you'll take damage.

STAGES OF PLAY, CONT.

The **House O' Horrors** has several mazes and traps to confuse you. Look out for mummies, bats and fire-breathing paintings that will try to stop you! The ghostly residents would love to have you stay for a long, long time.

On the **Pirate Ship**, you'll face the scurvy dogs from Davy Jones' locker! Beware the giant pirate at the end of the level, he's dying to get you hooked on this level!

Finally, the **Underground World** of robots and devious devices await you as you grapple with the leader of the animatronic wonders gone wrong. Defeat the boss here to restore Fun World to its former glory!

WARRANTY INFORMATION

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GAME PLAY NOTES

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